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Course Syllabus: Developing the Social Education Information Network

Prerequisites for taking the course: knowledge of the key social computing technologies, Internet user skills, knowledge of UML and skills in operating basic CASE facilities.

Postconditions and skills upon completion of the course in:

- operating the technologies of social computing;
- identifying the platform for new social education-information network;
- deploying the selected solutions;
- modeling the interaction between users of the shared education space in the social network;
- operating CASE facilities;
- analyzing the educational content of the social network.

Basic training scenario:

1. Selection of the analytical materials for platform solutions that the social networks are based on.
2. System analysis of interaction between users of the education-information environment.
3. Analysis of the present-day approaches to information modeling and support software tools; and selection of the approaches most adequately meeting the posed problem.
4. Project practice: development of UML models of interaction between users of the education-information network.
5. Project practice: study of the social network roadmaps.
6. Project practice: deployment and analysis of educational content.
7. Control: study of key metrics and characteristics of the social network; analysis of the performance of obtained solution.

Stakeholders and interests: potential employers, administration of educational establishment, project managers (selection by the social network services of potential performers based on training results analysis).

Additional info.

Being a new technique of knowledge generation, social computing technologies are today a new trend in ICT.

Crowdsourcing appears to be most efficient in the social computing applications – Idea Management systems. Among the currently most popular functional capacities offered by Idea Management systems are:

- assessment, ranking and structuring of ideas and their modifications; identification of relations between ideas; subscription to idea updates;
- brainstorming, meetings, closed-user groups, mind map support; integration with a company's knowledge bases and other applications; possibility to place an idea in the system just 'in passing' via mobile phone;
- financial assessment of ideas; tracing the idea implementation results; material and moral motivation for authors of ideas, etc.

Examples of Enterprise Social Networking (ESN) and their services:

- Social Networks;
- Social Media;
- Social Computing;
- Social Information Processing;
- Social Networking Services;
- Enterprise Social Computing (ESC).

The course primarily targets to develop social education-information network and to bring the social computing and crowdsourcing models (collective intelligence) to a single platform, so that the education-related problems could be dealt with within the shared education-information environment of an institution and municipality.

Basic methodology and specifications for assessing the obtained solution:

- development and support for rating system to assess performance of the academic and administrative activities;
- support for mechanisms of public opinion on the efficiency of academic training delivered by an institution to a single individual;
- information transparency of training process;
- linkage to KPI system for assessing the performance of the overall system and its components;
- user socialization; support for user social groups, project teams and multidisciplinary teams;
- support for informal training tools;
- support for document templates and versions; tracking of document status;
- application of crowdsourcing technology when dealing with training and other tasks.

Literature

Ковалев Е.Е. (2007), *Информатизация образования и управление информационными системами в образовании*. Лабораторный практикум. / Е.Е. Ковалев. М.: Курс, 187 с.

Abstract

In paper is description: on-line education course *Developing the Social Education Information Network*.

Purpose: to acquire competence in the selection and analysis of platform to deploy the university's social network, to deploy solutions on selected platform, to elaborate the educational content of the network and to arrange for interaction between the parties to the education process. With the above purpose implemented, the target users will be able to operate the university's shared education-information space.

Target users: university students, academic and IT personnel.

Key words: Social Education, Information Network, social computing.